

BITS, BYTES & PIXELS

LIMA 99/4A USERS GROUP



May 1997--Volume 13, #5

LETTER TO THE EDITOR

Dear Mr. Good:

I have just read the 4-part saga of the TI99-4A that you helped publish on the MNN. The story evokes bitter-sweet memories of the computer that I naively selected under the mistaken notion that:

1. The PC was going to permeate our culture (I was right, there).
2. The TI99-4A was far and away the best PC of the time, for the money (\$330) with graphics and sound available for basic programming (right again, I was so smart).
3. Texas Instruments was a major player in the micro-chip industry, and a fiscally sound, well-managed Fortune 500 company that could not fail to succeed in the burgeoning PC market (Hah!).

Black Friday hit me like a Mack truck. I had just successfully completed negotiations with Soft-South, a distributor of the then new consumer product, computer programs, with a network of 2000 outlets throughout the southern USA. We had shaken hands on an initial sample order of 10 to 20 thousand cassette-based edutainment programs. On the plane back from Atlanta, I kept doing the math in my head, over and over. I had promised 90-day delivery, and I had 5 machines ready to start recording. Elek-Tek, an aggressive Chicago-based retailer had already sold 700 of my programs in a 2 month period. I was out-selling Visi-Calc (on a store-for-store basis)! The truth was that while TI had sold over a million consoles by the time the price had fallen to the \$125 range, the available software was too expensive, too limited, and not focused on the emerging market. My software was among the first \$5 to \$10 cassette-based educational, graphics and sound-enabled software aimed at the "parental" consumer market which mushroomed when the TI went under \$200. Now that they had purchased a \$150 machine, they had no intention of spending \$1000 on peripherals, or \$50 to \$100 for each additional program. My cheapie programs flew off the rack faster than I could record them. This proving period enabled me to resolve the problems of printing and packaging, and readied me for the 6 figure order that Soft-South had now tentatively agreed upon. They asked for the week-end to make the final initial quantity decision, as they insisted on paying cash in front. I had offered to supply any quantity on consignment, but they wanted to deal on a straight cash basis. Of course the week-end they had asked for included Black Friday. I was eating my supper at home, recovering from the excitement of the plane trip, when my wife cried out the tv was reporting that TI was announcing the demise of their foray into the home computer market. The next day, one of the partners from Soft-South called

apologetically to notify me that they were now afraid to make a substantial investment in software for a "dead machine". I numbly agreed with the conclusion that the future of software for the TI99-4A was problematic.

I became critically ill about that time, and by the time I had recovered, and ported my programs to the Apple, the Commodore, and the TRS-80, the marketing window had become crammed with an over-abundance of inexpensive software (some a lot better than mine). My software included, simple drawing programs, word, number, and picture programs, and Text-Translators (type in one language, output in another (sound and text), including French, English, Hebrew, German, Italian, Spanish). All on a 16K machine. Ah, well. Having cut my teeth on PC programming (I started as a night visitor to an IBM360 at a major university - but that's another story) I was offered a job teaching programming in a junior college. My first programming was on paper tape! When I interviewed for the teaching position, the Department Head proudly showed me their rows of key-punch machines and card-readers hooked to their main-frame, and asked me for my impression. I had to pause. I didn't want to offend my prospective employer, but I couldn't think of a diplomatic way to tell him that his expensive, massive equipment was absurdly obsolete, and should be replaced with a row of inexpensive PCs. I told him as gently as possible that the PC would provide a less expensive, inter-active environment which would be much more satisfactory for teaching programming. Imagine my relief when he replied that he had already ordered PCs to replace the obsolete equipment! For 3 years, in the middle '80's, I did my bit to encourage the computerization of America.

My worsening health directed me into the utilization of the PC as an inexpensive and versatile assistive technical device to help the sick and disabled. The TI99-4A was cheap, compact, and still state-of-the-art for graphics and sound. I became a consultant to major corporations, and finally to a large university where my PC expertise, born on the TI, eventually led to substantial contributions in the field of CAD and databases (another story).

It is ironic that Black Friday resulted in a 20% jump in the TI stock price that week-end. The TI99-4A was the only "loser" in the TI product line, and its demise convinced the market that TI would show a significant rise in profitability. Had I been privy to the announcement on my return trip, I could have made a fortune despite the loss of my first big order.

The TI99-4A was 10 years ahead of its time. It is still

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the most powerful and friendly programming environment for sound and graphics for computer novices. Only the ubiquity of the IBM PC clone, the recent advent of the inexpensive sound card, CD's, HD's, megabytes of memory, cheap printers, and 10 years of hardware and software development have begun to displace it as the "best PC". For those of us with a connection to the TI99-4A during its exciting inception, it will always remain the "best PC".

Burton Shane bshane@eqsinet.com

P.S. - If you're interested, I could send you more stories replete with laughter and tears about my romance with the TI99-4A.

****DONE****

FEST WEST REPORT

Tom, and all....

Fest west went well, although we didn't get the number of people attending we were expecting. I had heard from more than a dozen locals, but none of them showed. We had around 50 attendees, 7 exhibitors, and 3 no-show exhibitors. Many people asked where SN 99'ers were... they wanted to buy AMS cards! Overall the show was a success, and definitely smaller than years past, but to be expected somewhat since it's in a completely new location.

Things announced:

RXB 1010 in Module form, shipping next week. Includes all DM functions for ALL DEVICES (SCSI, HFDC, FLOPPY, RANDISK, ETC...) and AMS support.

V1.1 of SCSI DSR, fully functional, w/ new utils, available for \$5 or for even exchange of old DSR. Can be DL'd from the BBS/WEB page.

New SCSI cards available, shipping next week.

New "bigger" CD-ROM.

New PC '99 features (don't remember what)

Other stuff I can't remember right now....

A note about my BBB... for some reason you can't download right now.. I will try to fix this soon and let everyone know asap!

Don O'NEIL

****DONE****

SCSI DSR UPDATE

Well folks, we just finished Fest West. It's been a good year for the SCSI DSR. At last year's Fest West, I had just released version 1.0-2 of the DSR. While at the time, it was a major accomplishment for it to be as good as it was, it was still lacking a few routines and was hiding a few unknown bugs.

I kept working on the DSR releasing a new minor version every month or so until version 1.0-7 came out in June of 1996. This was the most stable, most bug free, most feature rich DSR for the SCSI card the world had ever seen.

The drive for excellence didn't end here. With the help of Rich Gilbertson who would use and abuse the SCSI DSR in ways I never thought humanly possible, we identified a couple of obscure bugs that had never turned up in normal everyday use.

As Rich found them, I'd crush them. Sometimes working into the wee hours of the night. At times I hated Rich because Fest West was drawing near and I wanted to release a new DSR. But I knew what I had to do. I kept hammering away. Sometimes, the code grew too big to fit into the 4K banks of DSR space forcing me to rewrite code to make it more efficient. What we ended up with is version 1.1 of the DSR for the SCSI card.

Again, I can say this is the most bug free, most robust DSR for the SCSI card the world has ever seen!

Unfortunately, one major criticism of the SCSI card still remains. The Disk Manager can use some improvements. I had been spending so much of my time working on the DSR, I didn't do much with the disk manager. I figured it was easier to distribute a new disk manager (via internet, bulletin boards, floppies) than it was to distribute new EPROMS with an updated DSR.

In then upcoming couple of months, I hope to change this. I will work on making the disk manager more easy to use. Who knows, I may even add an option to catalog the disk!

I hope to make it out to Lima later this Spring. I just wish they didn't schedule it on Memorial Day weekend. If I do come out to Lima, I hope to see as many of you as possible and listen to you tell me how much you love using your SCSI cards!

David Nieters Dave.Nieters@dtc.fingerhut.com
SCSI DSR developer

****DONE****

ABOUT FEST WEST 98

I did announce that FW '98 was going to be hosted by SW 99ers, and that you were trying to have it in Lubbock. A lot of people think you are crazy, but you've got to give it a shot!

Some other local UG's have expressed interest in an "Orphaned Computer Show" (OCS '98), we're in the process of talking w/ UG's of as many Orphaned (including TI) computers to find out if we can pull off such a show. The show is tentatively scheduled for Summer of '98, so it won't conflict w/ any other TI Shows.

If anyone has any feedback on this idea, shoot it my way!

Don O'NEIL

DONE

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USING A 99/4A WITH A VGA MONITOR

Well, I just connected my TI to a VGA monitor.

Text=80 in a full 80 column screen is very easy to read. The configuration screens which were previously impossible to read are now decent. There is almost no color bleeding. And yes, FunnelWeb 8 bit is far superior to WIN 95. Aside from the SANS card, this is the best thing that ever happened to the TI.

The little adaptor box that does this is about the size of a small external modem. Color, contrast, brightness, etc. is all controlled by a remote like used for a TV. The cost \$120.00, not bad for what it does.

The adaptor that I mentioned yesterday to use the TI on a VGA monitor was not obtained from a TI vendor, but a PC vendor. I like to support the TI vendors, but to my knowledge none of them have a similar product.

This was obtained from Tiger Direct Power Up. 1-800-335-4055 item # P129-1000. \$119.99 +6.99 S&H

It will accept any NTSC composite video input. So will work with the Geneve or anything else. Output is a 15 pin standard connector to VGA. Nothing else is needed, but a VGA monitor.

I just loaded a bunch of _P and color files into Bruce Harrison's AMB Slideshow. The results were spectacular.

Also inside is a TV tuner which will connect to a cable or outside aerial to watch TV on a VGA mon. It has a little speaker inside and comes with audio and video cables.

Lew King kingt@rams1.rasd.k12.pa.us

This product has its uses, but the problem is that it's still converting from composite video (bad quality) to RGB. What you need is a product that will take the Geneve's RGB output and convert THIS to VGA. THEN you'll see some good quality images. As for the TI-99/4A, I know that there are bits of hardware to convert the 4A to RGB, output, and the European version of the TI-99/4A outputs Y, R-Y and B-Y signals, which is just as good as RGB.

Brian Tristan Williams

Johannesburg,
South Africa.

DONE

SOLUTION TO THE INFOCOM GAME "PLANETFALL"
(Lima disk 1040)

The third in Infocom's wonderful series of Science Fiction Adventures is Planetfall. You will be delighted by the humor of the game. It is always charming you somehow. The game features several logical puzzles that can be solved with no greater magic than common sense.

The point of the game: You begin on the spaceship Feinstejn. You are lowly cleaning help scrubbing the deck, when all of the sudden the ship explodes--and by an accident of fate you happen to be standing near the escape pod right at the moment. You jettison from the Feinstejn and land on a nearby planet with a strange mystery. It seems to have been recently abandoned for no reason. Survival is point one. You'll need food and rest. Repair many of the broken machines that you find. And then figure out why everyone is missing. Let's get started.

Deck Nine - All you have to do is keep waiting until the explosion - stay here - you'll be entertained (randomly) by the Ambassador from Blow' K-bibben-Gordo. After the ship explodes immediately go Port. Get in the Webbing. Wait -- until the Pod lands and the Emergency Kit appears. Get out of Webbing. Take kit. Open Door. Go up. Keep going up until you get to Courtyard. Drop the brush and your ID. (You won't be needing the brush or the ID - they are excess baggage.)

Go north to the Plain Hall, then go NE. Go east until you get to the corridor Junction. Then continue south until you get to the Machine Shop. Go west to the Tool Room, take Laser (but drop the old battery) take the pliers and the flask and the Metal Bar. Then go back to the Machine Shop and put the flask under the spout.

Then go north to the Corridor Junction. Then go east till you get to Booth 2. In Booth 2 drop the Laser and the pliers. Then go west to the elevator lobby and push both buttons. Then go west till you get to the Corridor Junction. (If you're hungry, open the kit and enjoy a treat of goo.) From the Corridor Junction, go south then go east. Take the box. Then go back to the Booth 2. Drop the box. Then go back to the Corridor Junction.

Now go north to the Administration Corridor, go north and south between the South Administration Corridor and the Administration Corridor until you see the glint of light (random). Then search the crevice in the Administration Corridor South. Hold the bar near the key (it's a magnet) and bingo...you got it. (If you don't get the key the game can't even begin.) Now drop the bar once you have the key. (If the bar comes in contact with any of the cards you'll find that they get scrambled--something you will regret.) Now go to the Mess Corridor. Unlock the padlock with the key.

Drop the padlock and the key and open the door. Drop everything except your uniform. Take the ladder and go back to the Administration Corridor. Drop the ladder. Open the ladder. Put ladder over the rift. Then go north over the ladder. Then go west into the offices. Open the drawers in the desks and take the kitchen card, the shuttle card, and the upper elevator card. By this time you should be getting tired. It's important that you find a place to sleep that is safe. Go back to the Dorm Area and get in bed. When you wake up you'll be bright and chipper for tomorrow.

Get out of bed and take your things. Go to the Mess Corridor. Go south into the Mess Hall. Take the canteen and open it up. Slide the kitchen card through the slot and go south. Put the canteen under the spout and push the button. Take the canteen. You've now found an unlimited source of food. Just make sure that you keep your canteen filled and you'll be O.K. Go back inside the Mess Hall and drop the Kitchen access card. Now go back to the Machine Room. From the Machine Room, go east to the Robot Room.

Search the robot. Then turn it on. Go to the elevator lobby. Go south inside the lower elevator and drop the lower card and the shuttle card. Then go to the upper elevator. By this time your valuable friend Floyd should be bugging you for attention and loving. Eat when you are hungry...it's better to eat from your canteen than the kit. You might want to save the goo in the kit for emergencies. Just go back to the kitchen and refill your canteen when you need to. But don't forget to drop the kitchen card in the Mess Hall.

Go to the Upper Elevator. Slide the upper card through the slot. Push the up button. Wait. When the elevator door opens go south then go northeast to the Comm Room. Pay attention to the color of the flashing light. This will be the same color coolant that you'll have to get in the Machine Room. Go back to the elevator, activate the elevator and go downstairs to the Machine Room. Fill the flask. Push the same color button as the flashing light in the Comm Room, then take the flask.

Go back to the Comm Room and empty the flask in the hole. Pay attention to the new color light. Take the flask back downstairs to the Machine Room and push the new colored light coolant code. Take the filled flask back upstairs and empty the flask in the hole again. Do this one more time (there are three lights in all). This will fix the Comm Room. You can drop the flask since you won't be needing it any more. Now go back downstairs to the elevator lobby. Don't forget to drop the upper card in the upper elevator. Eat if you have to, but try to only eat from the canteen. If the canteen needs to be filled, do it now.

Go to the lower elevator. Slide the lower card through the slot. Then push the down button. Wait. Drop the lower card and take the shuttle access card. When the elevator

stops get out by going north. Then go east. Go south and then go east. Slide the shuttle card through the slot. Push the lever up. Do it again. Wait until the display says 60. Then push the lever down. Again. Wait until the shuttle slides into the station.

Go west and drop the shuttle card. Go north, then go east. Go east again. At the fork go southeast to the Project Corridor West. Go east to the Project Corridor. Then go south to the Projcon Office. Go east to the Computer Room. Take the output and read the output. (By the way make sure that Floyd joins you in the Computer Room.) With Floyd go south. Then go north until the Project Corridor east. Then go east to the Main Lab. From the Lab go south.

Search the lab uniform pocket and take the card and the paper and the battery. The paper has the clue for opening up the combination lock in the Rec Corridor (a puzzle that you'll never need). Go back to the Project Corridor East. Then go north to the Library Lobby. Play with the machine if you want. It's very good for clues about the whys of the story, and a lot of fun to translate. But time is of the essence. Go east to Booth 3. Slide the card through the slot and push the beige button.

Zap!!! You find yourself back in Booth 2. Take a look around; everything you put inside the Booth is waiting for you. Slide the card through the slot again and this time push the tan button. Whewwww! Now you and your supplies are back in Booth 3. Take the pliers and the bedistor. Go west. Then go north. Then go north again to the Course Control. Open the cube. Remove the fused bedistor with the pliers. Drop the fused bedistor and the pliers. Take the good bedistor and put it in the cube. Close the cube.

Go to Systems Corridor West. Go down into the Repair Room. Make certain that Floyd is with you here. If he's not, just wait and he'll turn up. When Floyd shows, tell him to go north. When he comes back, tell Floyd to take the Frowitz. Go back to the Systems Corridor. Then go north to the Planetary Defense. Open the panel. Take the second board. Put the shiny Frowitz in the socket. Close panel. You have now completed the middle portion of the game. Eat when you have to. Now go to the Main Lab.

Open the Bio-Lock, go southeast then go east. Make sure that Floyd is with you. He'll volunteer for an important mission; let him. Open the door, close the door, wait, open the door, close the door. Floyd will be out of commission. Take the card and sing your song about the legend of Starcross. Go back to Booth 3. By now it's late in the day and time for rest. Once in Booth 3, slide the teleportation card through the slot and push the beige button. If you still have time before you rest, go ahead and fill your canteen in the kitchen, then go to sleep in the dorm area.

By now you're starting to feel pretty sick. If you didn't get a chance last night to fill your canteen, you'd better do that now. Head down to the Booth 2. Do your teleportation routine. Drop the teleport card, and make certain that you have the miniaturization card. Take the laser with the new battery. Go to the miniaturization booth. Slide the card through the slot then -- type 384 (that was the number from the computer output). Please do a game save at this point because you won't be able to waste any moves after this.

You have shrunk down to the size of a chip. At Station 384 go east to the Strip near the station. Then go north to the Strip near the relay. Look inside the relay. Make sure that your laser is set to 1. Fire the laser at the speck. Keep on doing that until the speck is no more. Once that's done, turn the dial on the laser to 6. Now head back south. Oh no! A killer microbe.

Fire the laser at the microbe. Keep firing until you find yourself holding a HOT laser. Once the laser is HOT, throw the laser over the side. The microbe will follow the laser and vanish to its death. Now head back to the Booth. From the Auxiliary Booth go north to the Lab Office. Do another game save at this point (this will be your last chance to take a rest).

Search the desk, then take and wear the gas mask. Push the red button. Open the door. Go west into the Bio Lab. Open the lab door. Go west to the Bio-lock west. Open the Bio-lock and go west into the Main Lab. Run back to the Projcon office. Go south into the Cryo-elevator. Push the Button. Whewww!! Just wait a little bit and now all will come clear. The game is over. You are a hero! And all is well in the universe until your next adventure!

Please note that it is possible to finish the game in less than 2-1/2 days. But why rush it!!

****DONE****

Solution for: Leather Goddesses of Phobos
(Lima disk 1031)

submitted by Robert MacAusland

Leather Goddesses of Phobos Solve
By Charazz, Mad Hacker, Obsidian

Dk...well, we'll start out in Joe's Bar. This is where you decide whether you want to be a boy or a girl. If you want to be a boy, go NW; if you wanna be a girl, go NE. The

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next thing to do is to GET STOOL. Then PISS. Then go back the way you came, either SE or SW. Now for the fun part...type LEND, then 19(for your age). Now WAIT until you're in the cell. GET ALL, OPEN DOOR, S(south), OPEN NARROW DOOR, S, GET ALL, N, U, N, TURN ON FLASHLIGHT, STAND ON TRENT, ENTER CIRCLE, HISS, W, GET JAR, PUT ALL IN BASKET, ENTER CIRCLE, GET SWORD, S, MOUNT, W. You should be at the main hatch now. So, DISMOUNT, GET SUIT, WEAR SUIT, OPEN HATCH, N. Now you are matched up against an assassin with bad breath. So, you gotta kill him before he kills you. HIT THORBAST WITH SWORD, then press G until it says that his sword is coming toward you.

This may take a long time, but it will work. If you wish, you may want to alternate between commands like swing sword, hit sword, kill assassin, etc. Anyway, once you see that happen, GET HIS SWORD and then OFFER HIS SWORD TO THORBAST. Now with Thorbast out of the way, HIT MONSTER WITH SWORD and UNSTRAP YOUNG WOMAN. Now FOLLOW YOUNG WOMAN and you'll get the photo of Jean Harlow. Now OPEN DOOR and go E(east). You have a fun time with Elysia and then go S(south). Go S, MOUNT, E, DISMOUNT, W, W, W, and ENTER CIRCLE. Then WAIT and you should be at the ruins with the frog. If not, then something is screwed. Go W, W, NW, SHOW PAINTING TO MOUSE, GET MOUSE, S, ENTER CIRCLE. Now you should be in the basement. Go U, U, N and ENTER CIRCLE. Now you should be in the jungle. Go E, E, TAKE STAIN, NW, OFFER FLASHLIGHT TO SALESMAN, GET MACHINE, KNOCK ON DOOR, D, GIVE CHOCOLATE TO MALE (or female if you're female) GORILLA, Z, Z, FUCK FEMALE GORILLA(or male if you're female), GET HOSE, EAT CHOCOLATE, OPEN CAGE, OUT, UNSTRAP ME, UNSTRAP TRENT, DROP HOSE, PULL SWITCH, GET UP, GET HOSE, ENTER CIRCLE, PULL KNOB, OPEN BOX, GET COIN, SE, ENTER CIRCLE.

Now you should be at the Royal Docks. So, ENTER BARGE, PRESS PURPLE, PRESS ORANGE, Z, Z, Z, Z, PRESS ORANGE, OUT, N, PUT ALL IN BASKET, DROP SWORD, GET MESSAGE, GET BALM, S, IN, PRESS ORANGE, Z, PRESS ORANGE, Z, OUT, E, NE, (I don't worry, Trent and Tiffany never die), SAY "RIDDLE", W, READ CODED MESSAGE. Now type in the number that appears on the coded message, except type it in backwards. The guard should reply, I'll summon that one. Go W, Z, ASK WIFE TO KISS MY KNEECAPS, GET ALL, DROP STOOL, DROP MESSAGE, D, SAY "KNEEPA", HOP, CLAP, NW, N, NE, E, CLAP, NE, HOP, NE, SAY "KNEEPA", CLAP, SE, D, NW, HOP, CLAP, NE, N, SAY "KNEEPA", S, CLAP, HOP, NE, U, NW, CLAP, GET PHONE BOOK, SAY "KNEEPA", HOP, NW, CLAP, S, SE, SE, D, CLAP, HOP, SAY "KNEEPA", NE, W, CLAP, E, HOP, W, S, CLAP, SAY "KNEEPA", SW, GET RAFT, HOP, CLAP, N, S, E, NW, CLAP, SAY "KNEEPA", HOP, N, U, GET PIN, N, E, SE, U, ENTER CIRCLE.

Now you've passed the hardest part in the game. By the way, if you didn't follow the above catacomb directions to the letter, you should be dead. Anyway, now you shouldn't be able to see. So type D until the floor crashes in. Then DROP TORCH, DROP MAP, ENTER CIRCLE, W, IN, PRESS ORANGE, G,

Z, Z, Z, OUT, PRESS ORANGE, W, PUT STAIN ON CIRCLE, DROP STAIN, ENTER CIRCLE, S, GET SACK, OPEN SACK, EMPTY LEAVES, PUT ALL IN SACK, N, NE, U, GET SHEET, TEAR SHEET, TIE STRIPS TOGETHER, TIE ROPE TO BED, THROW ROPE OUT WINDOW, 200, Z, Z, TAKE HEADLIGHT, CLIMB DOWN STAIRS, E, MOVE SOD, ENTER CIRCLE. You should now be at the end of the hallway. Go N, ENTER CIRCLE, E, D, OUT, S, SE, DONATE COIN TO PENGUIN, SE, EMPTY BASKET INTO SACK, N, GET BABY, PUT BABY IN BASKET, PUT BLANKET IN BASKET, S, S, PUT BASKET ON STOOP, WAIT until she opens the door and takes the baby, then OPEN DOOR, ENTER 1600, TAKE COTTON BALLS, OUT, N, NW, N, ENTER CIRCLE.

Now you should be at Wattz Up Dock. Go W, W, NW, PUT BALM ON LIPS, PUT PIN ON NOSE, DROP ALL, COVER EARS WITH HANDS, CLOSE EYES, KISS FROG, GET BLENDER, TAKE PIN OFF NOSE, DROP PIN, TAKE OFF BALM, DROP BALM, SHOW PAINTING TO MOUSE, TAKE MOUSE (Make sure you show him painting first) TAKE ALL BUT BALM AND PIN, W, N, N, OPEN COMPARTMENT, PUT JAR IN COMPARTMENT, CLOSE COMPARTMENT, TURN ON MACHINE, OPEN COMPARTMENT, GET JAR, RUB CREAM ON DAUGHTER, GET ANGLE, N, PUT RAFT IN WATER, GET IN RAFT, Z, Z, Z, Z, Z, Z, Z, GRAB DOCK, S, E, S, GIVE COIN TO PROPRIETOR, SEARCH DUST. Now press G until you grab the tube, then go N, OPEN TUBE, PUT CIRCLE ON GROUND, ENTER CIRCLE, Z, Z, GIVE BLENDER TO TRENT, GIVE HOSE TO TRENT, GIVE COTTON BALLS TO TRENT, GIVE ANGLE TO TRENT, GIVE HEADLIGHT TO TRENT, GIVE MOUSE TO TRENT, GIVE PHOTO TO TRENT, GIVE PHONEBOOK TO TRENT...

There is is...

The Complete Solve to Leather Goddess of Phobos

Authors: The Charazz Mad Hacker Obsidian

Special Thanks To: Mach Three Touch Tone The Syringe

***DONE**

Lurking Horror - The Solve
Solved By: Dr. No Robin Hood
Thanks To: Forgotten One

Ok, everyone, I've been instructed by one said Robin Hood, who incidently has been courteously testing this thing on one of his transwarp- equipped machines, to write a 'witty introduction.' Now, your guess is as good as mine as to what he might mean by a 'witty introduction.' According to Mr. Webster here, witty is defined as: 'having or showing wit; cleverly humorous.' Now, all truths told, very little of what I say is ever considered to have or show wit, and the only thing I've ever seen that might be called cleverly humorous would have to be some of Robin Hood's programming attempts

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for the ForbiddenZone. All such formalities aside, I've also been instructed to comment on the problem posed by the urchin's tendency not to stay put (you'll see what I mean later) so just keep this in mind. If you've made a typo at any point in executing this solve, the urchin may not be where Robin Hood and I found him. In this case, be ABSOLUTELY sure that you do not drop an object that you will need later in the same room as the urchin. If you do, you may not see it ever again. Almost enough. There's only one more thing I've gotta say to ya'll. What pleasure do people derive from solving these things this way? I'm certain it's exciting in the same vague way as cheating at AD&D. I'll never know. Quite enough said. On with the solve...

Dr. No

The Computer

[Turn Pc On], [Type B72325412], [Type Uhlersoth], [Click Edit], [Click Paper], [Read Text], [Click More], [G], [G], [G], [D], [Z], [Get Stone], [Z], [Z], [Z], [Z], [Z], [Z], [Turn Pc Off]

The Hacker

[S], [W], [Open Fridge], [Get All], [Open Oven], [Put Carton In Oven], [Close Oven], [Type 4], [Type 0], [G], [Type Start], [Drop Bones, Assignment], [Z], [Z], [Open Oven], [Get Carton], [E], [N], [Trade Carton For Master Key], [Give Carton]

The Altar

[S], [Press Down], [Z], [Z], [S], [Open Panel], [Get Light], [Press Open], [N], [D], [D], [E], [Get All], [Wear Gloves], [U], [Turn Light On], [Get All], [D], [W], [W], [Get In], [Turn Forklift On], [E], [E], [E], [Move Junk], [G], [G], [G], [E], [Turn Forklift Off], [Get Out], [Pry Manhole With Crowbar], [D], [N], [D], [Get Knife]

The Steam Tunnel

[U], [S], [U], [W], [W], [W], [Drop All But Crowbar, Light, Key], [W], [W], [D], [N], [Unlock Lock With Key], [Open Hatch], [D], [E], [Z], [Z], [Z], [Z], [Open Valve With Crowbar], [G], [Close Valve], [E], [E], [Pry Wall With Crowbar], [G], [W], [W], [W], [U], [Get Lock], [Se], [U], [E], [E]

Floor Waxer

[Get All], [W], [W], [U], [S], [Get Container], [E], [Z], [Z], [Z], [E], [Open Container], [Pour Container], [Z], [E], [Break Glass], [Get Axe], [W], [Cut Cord With Axe], [Z], [Z], [Z], [Z], [Z], [Z]

The Great Dome

[U], [Climb Rope], [Drop All], [Get Ladder], [Lower Ladder], [Open Door], [Get All But Container], [N], [U], [Get Plug], [Drop Plug], [Get Paper], [D], [S], [Close Door], [Open Coke], [Drink Coke], [G], [G], [G], [Drop Coke]

The Professor

[D], [D], [E], [E], [S], [Knock On Door], [Z], [Show Paper To Professor], [S], [Z], [Z], [Cut Line With Knife], [Get Out], [Move Bench], [Open Trapdoor], [D], [Open Trapdoor], [U], [Get Hyrax, Vat], [N]

Brown Building

[Open Door], [N], [N], [N], [D], [S e], [Drop Axe, Knife, Flask, Lock], [Get Boots], [Wear Boots], [U], [U], [Unlock Door With Key], [Open Door], [W], [U], [Dig In Earth], [Get Hand], [D], [Throw Stone At Creature], [E], [Close Door], [Put Hand In Vat], [Z], [Z], [Put Hyrax On Hand], [Get Hand], [Drop Vat], [D], [S], [Get Stone]

The Urchin

[W], [D], [Get All], [N], [U], [S], [W], [W], [W], [W], [W], [W] At this point, you will have to go and find the urchin. He's usually around in the basements somewhere. Once you find him, you have to [Show Hand To Urchin], [Get Cutter]. Then you have to get to the Basement and continue with the solve.

The Elevator

[U], [U], [Press Down], [S], [Press 1], [Z], [Z], [Z], [N], [D], [Wedge Door With Crowbar], [D], [Get Chain], [Wrap Chain Around Rod], [Lock Chain With Lock], [U], [Hang Chain On Hook], [Get Crowbar], [U], [Press Up], [S], [Press 3], [Z], [Z], [Z], [Z], [N], [D], [D], [D]

Muddy Tunnel

[Wedge Door With Crowbar], [D], [N], [W], [W], [W], [W], [W], [W], [D], [Cut Wire With Cutter], [D], [N], [D], [S], [S], [D], [Open Flask], [Pour Flask On Curtain], [Drop Flask, Knife, Cutter], [Unlock Door With Key], [Drop Key], [Open Door]

Inner Lair

[S], [Open Box], [Remove Coaxial Cable], [Reach In Water], [Get Line], [Cut Line With Axe], [G], [G], [Get Line], [Put Line In Connector], [Z], [Throw Stone At Creature], [Get Stone]

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